



Volume V, #19

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



10 Jul 96

AVALONCON BOUND!

Well, I didn't get a part in the local stage group's next play (had a good shot at the male lead until Martin Cohn, semiprofessional actor [and ex-BORISer], came in on the final night of auditions). As a result, ya'll get an extra week to plot and scheme. Wayne Morrison and I hope to see most of you there! Could use two more roomies too.

Both 1830 and 1835 ended this time. Congratulations to Paul Zieske and Mark Frueh respectively. My thanks to Mark Frueh for GM'ing the former. He's also volunteered to GM its replacement, probably another 1830. The 1835 could be replaced by another 1835, or perhaps 1870, or SILVERTON depending upon the demand and the druthers of the core players who are signed up for all three.

Signed for 1830 are Beck, Farrow, Fisher, Hanna, Ringhoffer, and Wordelmann with Zieske and Chinnery in reserve. These should vote on the optional 6-train. For 1835 we have the same worthies less Ringhoffer; these should vote on the three optional rules and the 4th: to play out the full cycle of ORs when the Bank goes bust (thus in the present game, play would have continued to OR 11.3 rather than stopping at OR 11.1). Signed for 1870 are the same worthies less Fisher and Beck, but adding Quist. We have space for only two of the three games, so state your preferences.

The Runestone Poll results are out and Boris took 3rd in the GM Poll and won the Most Improved GM award. Thanks to everyone who voted. Chris Hassler (of narrow MoV victory fame), I'm told, came in 1st.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "All men die; few men really live."

---William Wallace

The *Bluesmobile* is an electronic 'zine featuring play of DIP and MACHIAVELLI published fortnightly. A subscription is free and there are immediate openings for the new MACH. E-mail blue@chalidn.nl and tell him Boris sent you.

Jason Wilke is publishing *Cyber-Side*, another e-zine dealing in DIP, MACH and DIP variants. Again a sub is free. Contact him at wilkeja@mail.uni-freiburg.de.

Marcel Carbonneau has resigned from his games for health reasons. We wish him a speedy recovery. Meanwhile Peter Boyum has assumed command of Crete in AVD CIV and Wayne Morrison is now the President of France in "Boris X". Me Nar will attempt to guide Amber Rose off the board in MAGIC REALM. Get-well cards would surely be appreciated from all his former opponents and allies.

BOOS & KUDOS

This month's Madame Boldue Press Excellence Award (and free issue) is split between John Butitta's LIFT-OFF article and Wayne Morrison's lx ad in DUNE.

This month's Me Nar Super-Sunday Bomb is halfheartedly lobbed at Phil Naat for late arriving orders (Monday). He wasn't the latest, but his held up the largest game.

PERSONAL COMMUNICATIONS HERE:

DEADLINE FOR MOST GAMES IS NOON (CDT) 11 AUG 96



GERMANY ROUTED! Moscow Sacked!

Spring 1987

IX

1995X

ERRATA: Austria can build two due to an annihilation.

CLEARWINE. The age-old German nightmare of *Einreisung* --encirclement-- has come all too true as seven Austro-Italian armies are bearing down on the German home centers. The retreating Russian army too can add to the Kaiser's woes as it will likely reclaim its German-held capital, STP, rather than risk further dislodgement and elimination in WAR where its presence could discomfit the Austrian assault. Britain remains secure behind her sturdy seawall and Gibraltar blockade, but must shudder at even the faintest prospect of a Russian F STP(nc).

TROOP MOVEMENTS

Germany retreats A WAR oth. Austria builds A WAR & A TRI. Italy builds F ROM.

AUS (Wilson): A Sev-Mos, A Ukr S A Sev-Mos, F Gre H, A Kie-Den, [F Lya-Wes], A Gal-Boh, A Vie S A Gal-Boh, A Bud-Gel, A Tri S ITA A Tri, A Pru S A War-Sil, A War-Sil.
ENG (Zedda): [F NAF-Wes], F Mid S F Bre-Gas, [F Por-Spa(ec)], F Bre-Gas, F Eng C A Wal-Pie, A Wal-Pie.
GER (J. Shacklett): F STP(ac)-Bot, F Ber-Bal, [A Bur H(u, r-??)], A Par H(u), [A Boh-Tri](d), [A Sil-Pru], A Mun S A Boh-Tri.
ITA (Fisher): A Tri S AUS A Gal-Boh, F Ion-Tun, F Tyn S F Ion-Tun, F Aeg-Ion, F Spa(ac) S AUS F Lya-Wes, A Mar S A Gas-Bur, A Bel S A Gas-Bur, A Gas-Bur, F Rom-Tus.
RUS (Melnick): [A Mos H(r-??)].

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nou = not own unit; nao = unit not so ordered; nap = no such place; nsu = no such unit; oth = off the board; atm = unit on the move; (u) = unit unordered.

German A BUR is dislodged and must retreat oth or to BER. Russian A MOS is dislodged and must retreat oth or to LVN, STP, or WAR.

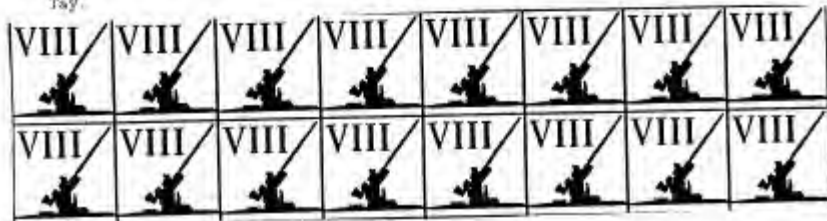
Due next time are retreat, builds/tears, and orders for Fall 1987.

EMBASSY BEAT

ROME. Foreign Minister Fisher, recently returned from consultations in Vienna, announced Italy will accept Austrian terms for peace in Europe and agree to the new ruling coalition to be called the Austro-Hungarian Italian Alliance (plus it works out alphabetically, um, except Alliance is an A and should be up front but that would make a rather awkward title). In addition Italy agrees to spheres of influence where greater Italy will include the Iberian Peninsula, Mediterranean bordering countries (excepting Austria's TRI and ALB) including GRE and Turkey while Austria will rule the Balkans, Russia, Scandinavia, and France (excluding MAR). Should England accept these terms and withdraw her fleets to the British Isles they'll not be invaded and trade and peaceful relations will be established. I'm afraid the Germans stepped in it and will be lucky to keep BER and MUN (provided beer exports are maintained) and maintain the name Germany. (Germany does get the last laugh though as the Austrians speak German. Well, not all of them. I mean the Hungarians speak Hungarian, a guttural, evil-sounding tongue but they're allies so we won't speak ill of them, besides they'll be useful talking to the Romanians and Bulgars and those other strange peoples in southern Russia, etc.) Thus the Emperor of Italy calls on all Europe to lay down their arms, stop the bloodshed, kiss the Pope's ring, and bring peace to our suffering lands.

CLASSIFIED

Tsy.





TURKS REBOUND!! French Elect Morrison!



Fall 1902

1996G

MINAS MOROUL: While Austria and Russia squabble, Italy and a reinvigorated Turkey are moving in to pick up the pieces. The sudden election reversal in France has shown the electorate's disapproval of M. Carbonneau's foreign policies, but can M. Morrison patch things up with England in time to forestall the German shock troops massing on his eastern borders?

TROOP MOVEMENTS

French A BUR retreated to GAS.

AUS (J. Shacklett): [F Tri-Ven](d). A Bud-Rum. A Ser S A Bud-Rum. A Vie-Tri;
ENG (Fisher): A Swe H. F Bar S A Nwy-StP. [F Nth-Lon]. A Nwy-StP.
FRA (Morrison): A Gas-Bur. A Pic-Par. [F Eng-Lon]. A Mar S A Gas-Bur. F Mid-Nat.
GER (Boyum): A Hol S A Bel. A Bel S A Bur-Pic. F Den H. A Ber-Mun. A Ruh S A Bel. A Bur-Pic;
ITA (Zodda): F Ion-Alb. F Apu-Adr. A Ven S A Tri-Tri. A Tri-Tri;
RUS (Anderson): [A Rum-Bud](r-??). A War-Gal. F Sev-Arm. [F Bot-Swe];
TUR (Gunar): A Gre S A Con-Bul. A Con-Bul. F Bla S A Con-Bul.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; otb = off the board; oim = unit on the move; [u] = unit unordered.

Russian A RUM is dislodged and must retreat otb. or to SEV or UKR.

SUPPLY CENTER CHART

AUS: Bud - Tri Vie Ser + Rum	(4) Build 1
ENG: Edi Lon Lpi Nwy + StP + Swe	(6) Build 2
FRA: Bre Mar Par Por Spa	(5) Even
GER: Ber Kle Mun Bel Den Hol	(6) Even
ITA: Nap Rom Ven Tun + Tri	(5) Build 1
RUS: Moe Sev - StP War	(3) Tear 1*
TUR: Ank Con Smy Bul + Gre	(5) Build 2

* If Russia retreats A RUM otb. he will be EVEN

Due next time are the retreat, builds/tears and orders for Spring 1903.

EMBASSY BEAT

CONSTANTINOPLE: The Sultan says to the Russian Czar that the armies of Turkey must remain consolidated to achieve their designs. The generous peace offerings were taken deeply into consideration but the Sultan has come to the conclusion that not accepting these offers will benefit both Russia and Turkey in the long run.

LONDON: The Royal Navy announced that the Northern Fleet, stuck in ice floes in BAR will be resupplied overland by the Norwegian expeditionary army, who enjoy a surplus of tea, biscuits, and kippers.

BORIS WORLD PRESS REVIEW

Constantinople World Press: The Turkish people have come together under a great religious leader known only to the west as the Mama-jama. The street brawls have come to an end and the country has responded to the call to arms.

Paris Herald:—In order to protect the Capital the army sent to BEL has been recalled to defend Paris and throw back the German invader. It is assumed now that the English government is in alliance with the Hun and we must weaken both in order to survive the coming hostilities.

The Times (London): "Dust Up in Thames Mouth" Due to foggy conditions, a lost French fleet nearly collided with the English fleet returning from SWE. First Sea Lord Fisher credited alert English seamanship and superior maneuverability of English vessels with preventing an international incident when a confused French fleet tried to make a left into LON instead of a right to BEL while steaming up the Channel.

CLASSIFIEDS

Death to the Papiat stooge!



Still only 4

We await fresh meat.

X1

1996??

Dan Gorham, Chuck Wilson, Wayne Morrison, and a reluctant Chuck Hanna are the only ones signed up. Hurry! Before Wormtongue gets settled and wants to draw more blood!



To Bid Or Not To Bid?
It's Up To You!



Eight Epochs?

Well, there've been some complications. First we had seven signed-up. Then Marcel quit, so we had the perfect six. Then one player will only play if the Auction Rule is used, and it didn't pass. Then Kevin Wilson sent me rules for an Epoch VIII option that's too cool to not to offer.

The voting went thus (Y/N/A): Preservation of Culture 5-0-1, Fortresses 5-0-1, Persistence of Culture, Auction 3-3-0, US Navy 5-0-1, & 7-Player 4-1-1.

So, while waiting for a 6th, or a change of heart by either side on the Auction Option (which sounds like it would double the length of the game), I offer the Epoch VIII option for your vote and consideration. This is adapted from an article from *The Canadian Wargamers Journal* by Bruce McFarlane.

EIGHTH EPOCH VARIANT

THE POWERS:

Card #	Power	Units	Sea	Capital
1	Fascists	10	EMS, Nth.WMS	LRh
2	Imperial Japan	12	Pac+	Hon
3	Communists	20	none	NEP
4	Banana Republics	6	none	SAh
5	African Self-rule	6	none	EAF
6	NATO/NORAD	20	Atl+, Ind+, Pac+	OPi
7	OPEC	10	none	LTI

SPECIAL RULES:

Event cards: All Event cards must be played by Epoch VII (or lose them). In Epoch VIII, each player rolls a die twice and uses either of these results:

- 1 Fanaticism
- 2 Elite Troops
- 3 Leader
- 4 Guerilla Attacks -- Barbarians from two different barren lands
- 5 Air Assault -- player ignores any terrain or fort(ress) in any 5 lands he attacks
- 6 Nuclear Attack -- player may remove all counters from any one land.

Capitals: Whenever an Epoch VIII capital appears where a city or capital of a previous epoch is already in place, the older city/capital is removed and the Epoch VIII capital replaces it.

Madagascar: Mad and EAF are connected by a crossing arrow in Epoch VIII.

Victory Points: The Epoch VII VPs are:

Mid East	4	N Africa	1	China	3
India	2	S Europe	2	N Europe	4
Eurasia	2	SE Asia	2	N America	3
S America	2	SS Africa	2	Nippon	2
Australia	1				



DOWN WITH THE KING

Baroness Mary Not Guilty! Seduction Attempt in Progress Turns 2/3



Errata: We're changing the PP reports. Thus far, we've listed total PP; henceforth, we'll list committed/uncommitted PP. Knight Michael has 26 PP.

The Cast (in Turn 2 movement order):

Countess Ruth (#63, Anderson): 4/21 PP, 10 IP, 10C, #53(H)
 Knight Michael (#15, Osborne): 4/22 PP, 6 IP, 12C, #36
 Marquise Elizabeth (#62, Butitta): 3/22 PP, 16 IP, 12C, #65
 Sir Richard (#14, MC, Shacklett): 7/28 PP, 9 IP, 11C, #41
 Baroness Mary (#64, Farrow): 6/19 PP, 10 IP, 13C, #34 <at Hearing>

The Cabinet:

Monarch: King George	Consort: <Vacant>
Navy: Sir James (#22)	High Minister: Lord Percival (#41 R)
State: Duke Marley (#44)	Army: Duke Roland (#42)
Trade: Earl Francis (#33)	Justice: Earl Duncan (#34 M)
Epitaph: Sir Drew (#11)	Beysan: Earl Maxwell (#32)
Sandarkan: Sir Charles (#24)	Cronos: Knight Dale (#25)
City States: Sir Malcolm (#13)	Treasury: Lord Mortimer (#35)

ROYAL DEATHS: Queen Catherine, Alfred, Almerly, Philip

Turn 2 (cont)

3. Political Problems: Monarch's support is 100.
4. Crown Event: Intrigue. Baroness Mary accused of Wrangdoing. Goes to a Hearing (7-1 > 2) which sends her to Trial. 2nd Judge presides. Sir Michael plays "Informer" and Sir Richard plays "Alibi". (5-1-3-1 = 0 Found Not Guilty).
5. Player Turns:
 - Countess Ruth: Play "Extra Activity" card. Draw a Loyalty chit (#16). Enlist both #12 & #16. Promote Ruth to Marquise (-4 IP). Consult Business Speculation Table (-3 IP), buying a +1 drm (-2 IP): 4+1 = 5 = Heavy Losses. Lose 5 PP and all IP (-1 drm). Discard Royal Alignment--Alfred.
 - Knight Michael: Recruit #51. Promote self to Earl (-3 IP). Consult Literary Table: 8+2 = 10 = Stylistic. Gain 2 IP (+2 drm).
 - Marquise Elizabeth: Recruit Archbishop (#55). Use "Any Activity" Opportunity Chit to have Baroness Melanie seduce Earl Duncan. See Note 1.
 - Baroness Mary: Has the Gout, loses turn.
 - Sir Richard: Recruits #13 and Prince Alan. Consults Business Speculation Table (-3 IP), buying a +1 drm (-2 IP): 10+1 = 11 = Financial Coup +26 IP (+2 drm). Counsel Monarch--see Note 2.

- Note 1: Any player may foil the seduction by playing a "Treschery" or "Informer" card. If the seduction succeeds, Justice Minister Duncan will defect to Elizabeth's faction; marriage will be proposed and if accepted, a wedding held. Players may opt to attend the wedding and get a free roll on the Socialising Table.
- Note 2: May only counsel the Monarch concerning intrigue, either recommending a new Ambassador to Beysan or to accuse a player of Wrangdoing (Earl Duncan and 2nd Judge may modify the counseling roll)

Turn 3

1. Player order: Baroness Mary, Marquise Elizabeth, Sir Richard, Marquise Ruth, Earl Michael.
2. Office phase: No vacancies (?).
3. Political Problems: None
4. Crown Event: One Political Problem--Natural Disaster (Minister of Trade). You've drawn _____ Loyalty, _____ Opportunity, & _____ Event.

Baroness Mary (#64): 6/19 PP, 10 IP, 13C, #34
 Marquise Elizabeth (#62): 10/15 PP, 16 IP, 14C, #65, #55
 Sir Richard (#14, MC): 13/17 PP, 29 IP, 12C, #41, #13, Prince Alan
 Marquise Ruth (#63): 6/14 PP, 0 IP, 10C, #53(H), #12, #16
 Earl Michael (#15): 10/18 PP, 3 IP, 13C, #36, #51



LIFTOFF! Gomez 1st in Space!



1958/59

THE CAST:
Andorra (Dave Anderson)
Duchy of Grand Fenwick (John Butitta)
Republic of Texas (Andy Vork)
Spain (Dan Farrow)
Sweden (Al Bargender)

Cash from '67
12 MB
12 MB
9 MB
41 MB
15 MB

'68 Budget
70 MB
65 MB
65 MB
65 MB
63 MB

ERRATA: Texas will not launch this year.

1958

- All collect budget (see above).
- Draw Event card: (see last issue). Andorra repairs launch site (-15 MB). Texas reduces Spain's one-man capsule research to match its own (67% → 45%).
- AND: Buy one stage Rocket (1A* -3 MB), one orbital Satellite (11* -1 MB), initial astronaut (-18 MB, name?).
DGF: Buy ten 1A* (-15 MB), two 11* (-1 MB), and four 1a* (-4 MB), 2nd Launch Facility (-30 MB).
RoT: Buy one 1A* (-3 MB), one 1a* (-2 MB), one 11* (-1 MB), Astronaut Program & 2nd Astronaut (-18-2 MB <T. Omaschek & Simmons>), 2nd Launch Facility (-30 MB).
SPA: Buy one 1A* (-3 MB), one 1a* (-2 MB), Lunar Probe program 13* (-30 MB).
SWE: Buy Interplanetary Satellite Program (12* -24 MB).
- Conduct Research:
AND: 8 dice on 1A* (-15 MB, +31%) & 5 dice on 1a* (-8 MB, +37%).
DGF: 8 dice on 1A* (-15 MB, +29%), 7 dice on 1a* (-7 MB, +17%), 3 dice on 11* (-3 MB, +13%).
RoT: 7 dice on 1A* (-14 MB, +23%), 3 dice on 1a* (-8 MB, +22%).
SPA (+1 to each die): 8 dice on 1A* (-16 MB, +29+8%), 3 dice on 1a* (-8 MB, +31+8%), 3 dice on 11* (-32 MB, +26+8%).
SWE: 1 die on 11* (-1 MB, +3%), 8 dice on 1A* (-16 MB, +16%), 3 dice on 1a* (-8 MB, +27%), 3 dice on 12* (-24 MB, +34%).
- Declare Future Missions: Fenwick (2), Spain & Texas will launch in 1958.
- Andorra rushes its launch by three months (-3 MB & -3% to safety factors).
- Andorra launches an orbital satellite. Lift off: 38 < 85-3, Earth Orbital Burn: 43 < 95-3, Orbital Activities: 11 < 95-3. Success! Add 16 MB to budget & +1% to 1A* & 11*. Fenwick launches an orbital satellite. Lift off: 75 < 83, Earth Orbital Burn: 26 < 94, Orbital Activities: 66 < 94. Success! Add 10 MB to budget & +1% to 1A* & 11*. Spain launches a manned suborbital mission. Lift off: 02 < 85-3, Reentry: 54 < 80-3, Recovery: 31 < 90-3. Success! Astronaut Gomez is first in space. Add 24 MB to budget & +1% to 1A* & 11*.

1959

- Andorra collects 96 MB, DGF collects 75 MB, RoT collects 69 MB, Spain collects 87 MB, Sweden collects 61 MB.
- Draw Event Card:
AND: Budget +1 MB. Severe setback: pay 20 MB or lose 10% to capsule program.
DGF: Budget -2 MB. Sabotage: pay for 10 MB or lose 10% next mission.
RoT: Budget +3 MB. Engineering advance: all hardware 1/2 price in 1959.
SPA: Budget +10 MB. R&D bonus: add +1 to all R&D dice.
SWE: Budget +30 MB. Govt order: Land man on Moon within 3 years (before '63).

Due next time will be your purchases, R&D expenditures, rush decision for 1959 and if you plan a launch (and what) for 1960. Since we're not playing optional/advanced rules Sweden must try to comply with government order.






















Country	From '58	'59 Budget	Cash '59	'60 Bud
Andorra	18 MB	97 MB	115 MB	97 MB
Fenwick	27 MB	75 MB	102 MB	77 MB
Texas	18 MB	89 MB	87 MB	72 MB
Spain	15 MB	87 MB	102 MB	97 MB
Sweden	3 MB	61 MB	66 MB	91 MB

PRESS:

Duchess Gloriana XII looked on in dismay as the Grand Fenwick rocket produces a huge cloud of smoke and steam but doesn't lift off. Dr Konkintz, the Duchy chief physicist and resident genius, standing in the Castle courtyard next to the Duchess, shakes his head. "I thought that bottle of Planet Grand Fenwick - Cru looked a bit cloudy. We will use a newer

vintage for the next launch", he mutters. Duchess Gloriana turns to Countess of Mountjoy and asks him to send a mimeograph message to the people of Grimsby Fenwick assuring them the castle is not on fire and that the Duchy will try again next year to launch a rocket.

LIFTOFF! Research and Development Worksheet

Program	Initial Cost	Unit Cost	Unit Weight	Max Payload	Initial Safety Factor	R&D Cost Per Dlg	Max R&D	Max Safety Factor	APVD	Deaf	R+7	5m	5w	5e
1 - Orbital Satellite 	6	1	500	n/a	40%	1	95%	98%	7	95	96	97	98	99
2 - Interplanetary Satellite 	34	4	600	n/a	40%	3	90%	93%	7	95	96	97	98	99
3 - Lunar Probe 	30	4	1200	n/a	40%	4	85%	88%	7	95	96	97	98	99
4 - Docking Module 	18	2	300	n/a	45%	n/a	n/a	100%	7	95	96	97	98	99
A - One-Stage Rocket 	34	3	n/a	500	10%	2	85%	98%	7	95	96	97	98	99
B - Two-Stage Rocket 	40	12	n/a	1500	10%	4	90%	98%	7	95	96	97	98	99
C - Three-Stage Rocket 	84	18	n/a	3200	5%	6	95%	98%	7	95	96	97	98	99
D - Liquid Fuel Strap-On 	12	3	n/a	1000	10%	2	85%	98%	7	95	96	97	98	99
F - Kicker 	12	3	300	n/a	10%	1	95%	98%	7	95	96	97	98	99
G - "Mega" Stage Rocket 	150	30	n/a	4800	5%	7	95%	98%	7	95	96	97	98	99
EVA Suits 	18	n/a	n/a	n/a	30%	1	98%	98%	7	95	96	97	98	99
a - One-Person Capsule 	18	2	500	n/a	10%	1	90%	93%	7	95	96	97	98	99
b - Two-Person Capsule 	34	6	700	n/a	10%	2	85%	98%	7	95	96	97	98	99
c - Three-Person Capsule 	34	12	1300	n/a	10%	5	90%	98%	7	95	96	97	98	99
d - Two-Person Module 	30	8	1500	n/a	10%	2	90%	98%	7	95	96	97	98	99
e - One-Person Module 	42	8	700	n/a	10%	4	90%	98%	7	95	96	97	98	99
f - Three-Person Mainframe 	60	30	1000	n/a	5%	7	95%	98%	7	95	96	97	98	99
h - Four-Person Cap/Module 	90	30	4300	n/a	5%	7	90%	98%	7	95	96	97	98	99
Photo Reconnaissance	n/a	n/a	n/a	n/a	65%	n/a	n/a	100%	7	95	96	97	98	99
2nd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a	7	95	96	97	98	99
3rd Launch Facility 	30	n/a	n/a	n/a	n/a	n/a	n/a	n/a	7	95	96	97	98	99
Astronaut & Training 	18	2	n/a	n/a	n/a	n/a	n/a	n/a	7	95	96	97	98	99



VENGEANCE IS MINE

The Train come to a crashing halt!
OR 7.2



PLAYER HOLDINGS:

John Butitta: 3-CPR(P) & 4-ERIE; \$61 (Priority Card)
Paul Zieske: 6-B&M(P), 2-PRR, 2-B&O, 1-C&O & 1-CPR; \$41
Chuck Hanna: 6-B&O(P), 2-NYC, 2-B&M & 1-C&O; \$295
Michael Quist: 6-C&O(P), 1-B&O & 3-NYNH(P); \$264
Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O; \$687
Don Chinnery: 5-NYC(P) & 6-ERIE(P); \$241

COMPANY STATUS:

Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens
NYC	Diesel	D 120	2	---	---	\$ 2	1
B&M	1-5*	B 126	1	1	\$100	\$94	0
B&O	1-5*	D 120	0	---	---	\$90	0
PRR	---	D 110	2	---	---	\$170	2
CPR	---	D 100	1	3	\$90	\$390	5
C&O	1-5*	B 100	0	---	---	\$40	2
NYNH	---	A 100	0	7	\$100	---	2
ERIE	1-6*	A 90	0	---	---	\$35	2

Operating Round #7.2 (Cont)

B&M - Upgrade E19 w/tile #63(ne), run train - D14-E19-G17-G19-H18 for \$200, payout \$20/share dividends! +\$120 Hanna, +\$40 Hanna & +\$20 B&M, stock moves to B 141, treasury = \$114

B&O - Upgrade G8 w/tile #26(sw), run train - I16-H10-H4-P4-F2 for \$200, payout \$20/share dividends! +\$120 Hanna, +\$40 Zieske, +\$20 Quist & +\$20 Morrison, stock moves to D 130, treasury = \$90

PRR - Upgrade H4 w/tile #15(e), in H2(ne), no train or run, stock falls to D 100, purchase 1-6* train for \$620 (treasury = \$170 + \$460 from Morrison holdings), treasury = \$0

CPR - Lay tile #8 in B12(e), place token in B16 for \$40, no train or run, stock falls to D 90, attempt to buy a diesel - (treasury = \$350, money holdings = \$61, sell 4- Erie for \$90/share and sell 3-CPR for \$90/share...brings a grand total of \$1041, however diesel cost \$1100), the CPR is dropped to O 70 and the Erie is dropped to E 67 --- thus John Butitta is declared bankrupt and the game is ended at this point.

FINAL PLAYER HOLDINGS:

John Butitta: 2-CPR(P); \$0
Paul Zieske: 6-B&M(P), 2-PRR, 2-B&O, 1-C&O & 1-CPR; \$57
Chuck Hanna: 6-B&O(P), 2-NYC, 2-B&M & 1-C&O; \$453
Michael Quist: 6-C&O(P), 1-B&O & 3-NYNH(P); \$284
Wayne Morrison: 6-PRR(P), 2-C&O & 1-B&O; \$147
Don Chinnery: 5-NYC(P) & 6-ERIE(P); \$241

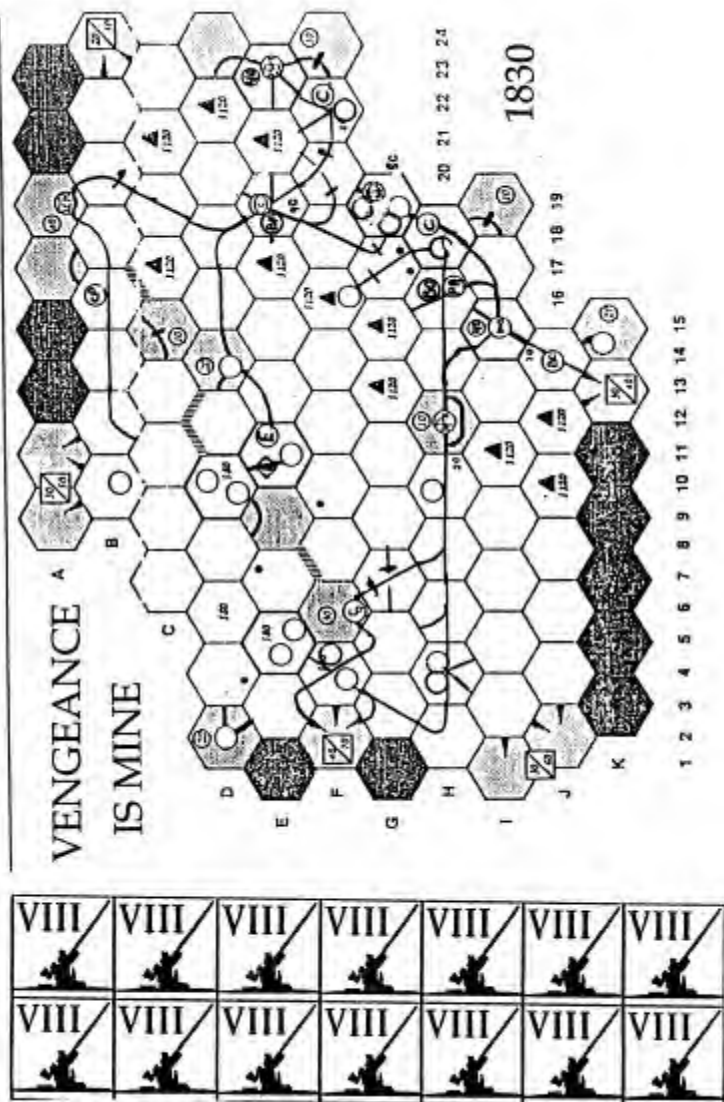
FINAL COMPANY STATUS:

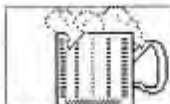
Name	Trains	Value	Pool	I.O.	Par	Treas	Tokens
B&M	1-5*	B 142	1	1	\$100	\$114	0
B&O	1-5*	D 120	0	---	---	\$90	0
NYC	Diesel	D 120	3	---	---	\$ 2	1
PRR	1-6*	D 100	2	---	---	\$ 0	2
C&O	1-5*	B 100	0	---	---	\$40	2
NYNH	---	A 100	0	7	\$100	---	2
CPR	---	O 70	4	3	\$90	\$ 0	2
ERIE	1-6*	E 67	4	---	---	\$35	2

Trains Available: DDDDD

FINAL STANDINGS:

1st Place - Paul Zieske @ \$2,058
2nd Place - Chuck Hanna @ \$1,867
3rd Place - Michael Quist @ \$1,814
4th Place - Don Chinnery @ \$1,243
5th Place - Wayne Morrison @ \$1,077
6th Place - John Butitta @ \$140





1835 The End Is Here! 28.11



Achtung! I can't find Don's orders. I have an e-mail from him that he sent them before 18 Jun (with the GG-1835 results?) but I don't recall seeing them. Got a postcard from him today (18 Jul) asking where my 1870 orders are (HINT: if you don't give me a deadline, don't be surprised if it takes months to get a reply). If he didn't send them, then PN & OL are NMR and Farrow wins. I'll keep looking. So, I assumed he went with the "No tile play, run, pay dividends" everyone else did.

Spilerschielung: (Aktienlimit = 9, * = at limit, * = pair of 0.5 PR)

Farrow	941M, 5 BY(Dir), 8 MS** (Dir), 1 SX *
Bulltha	706M, 6 SX(Dir), 0.5 PR, 3 OL *
Freuh	1859M, 10* BA(Dir), 2 PR * <der Zug>
Chinnery	1264M, 5 PR # (Dir), 8** OL (Dir) *
Tsuk	1489M, 10* WT(Dir), 0.5 PR, 1 BY *
R. Fisher	1202M, 4 BY, 3 SX, 1 HE, 1 MS *
Zieske	1875M, 9* HE(Dir), 2 PR, 1 MS *

Gesellschaftsteilung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	A348	0	0	15	4	O15, L14, J8, J6, I1
SX	C236	0	0	103	4*	H18, H20, C11
BA	C170	0	0	315	3*	L8, H2
HE	A160a	0	0	395	3*, 4	J8, I3
WT	A160b	0	0	169	3*, 4	M9, E19
PR	D154	0	0	134	55, 5*	E19, H2, F14, G5, C11(2)
MS	C110	0	0	119	6	C13, E19
OL	E06	0	1	240	6	D6, C11

Betriebsrunde 11.1:

BY: Run 13-J6-J8-L14 (180M). Pay (DF +90M, RF +72M, MT +18M). Price soars to A382.
 SX: Run H16-H20-E21-B16-B14-B12-C11-E19 (280M). Pay (JB +156M, RF 78M, DF +28M); price rises to C282.
 BA: Run J8-J4-I3-I1-H2-H4 (180M). Pay (MMF +180M); price goes to C190.
 HE: Run L14N-J8-J4-I3-I1-KS (140M) & H2-I3-J8-J6 (160M). Pay (PZ +270M, RF +30M). Price goes to A18d.
 WT: Lay #28 in D20(W). Run C11-E19-H20-H22 (210M) & C11-B12-B14-B16-E19-C21 (190M). Pay (MT +400M); price goes to A18b. The Bank is exhausted.
 PR: Run J8-J8-I3-H2-G3-I220, C11-E19-H16-H20-H22 (240), E19-B16-B14-B12-C11-F6-F4-G5-G3-H2 (280). Pay (DC +375M, MF +150M, PZ +150M, MT +38M, JB +38M). Price goes to D172.
 MS: Run C11-E19-H20-I17-L14-J8 (270M). Pay (DF +218M, RF +27M, PZ +27M); price goes to C122.
 OL: Run C11-G5-G3-H2-I3-J6 (280M). Pay (DC +188M, JB +84M); price goes to

Mark Fruch wins. Due next time are your endgame statements. Another game: or would 1870 or SILVERTON be preferred?

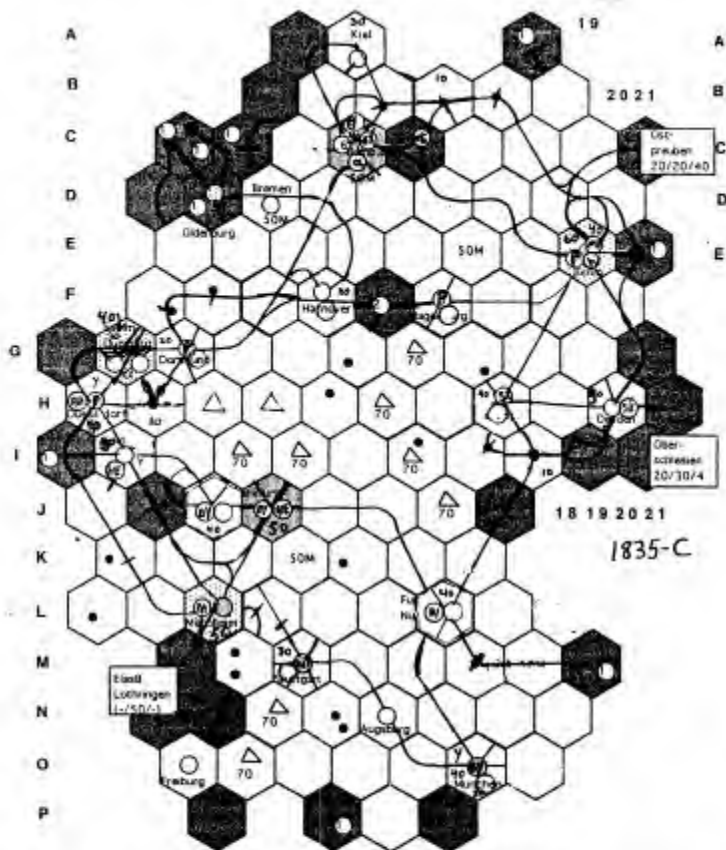
Spilerschielung: (Aktienlimit = 9, * = at limit, * = pair of 0.5 PR)

Farrow	1273M, 5 BY(Dir), 8 MS** (Dir), 1 SX *	= 4421M
Bulltha	934M, 6 SX(Dir), 0.5 PR, 3 OL *	= 2912M
Freuh	2289M, 10* BA(Dir), 2 PR * <der Zug>	= 4533M
Chinnery	1807M, 5 PR # (Dir), 6** OL (Dir) *	= 3207M
Tsuk	1945M, 10* WT(Dir), 0.5 PR, 1 BY *	= 4273M
R. Fisher	1410M, 4 BY, 3 SX, 1 HE, 1 MS *	= 4032M
Zieske	2322M, 9* HE(Dir), 2 PR, 1 MS *	= 4462M

Gesellschaftsteilung:

Name	Value	Pool	I.O.	Cash	Trains	Tokens
BY	A382	0	0	15	4	O15, L14, J8, J6, I1
SX	C282	0	0	103	4*	H18, H20, C11
BA	C190	0	0	315	3*	L8, H2
HE	A180a	0	0	395	3*, 4	J8, I3
WT	A180b	0	0	169	3*, 4	M9, E19
PR	D172	0	0	134	55, 5*	E19, H2, F14, G5, C11(2)
MS	C122	0	0	119	6	C13, E19
OL	E90	0	1	240	6	D6, C11

Verfügbare Züge: 6+6+6+6+.



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII
VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII
VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII	VIII

1856

SR 1A



INITIAL HOLDINGS:

Paul Zieske:	\$250
Don Chinnery:	\$250
Michael Quiet:	\$250
Wayne Morrison:	\$250
Bill Wordelmann:	\$250
Dan Farrow:	\$250

Share Round 1

Zieske buys Flee Tramway for \$20.

Chinnery bids \$106 on Niagara Falls Suspension Bridge Co.

Quiet bids \$55 on Canada Co.

Morrison buys Waterloo & Saugeen Railway Co for \$40; Quiet buys co for

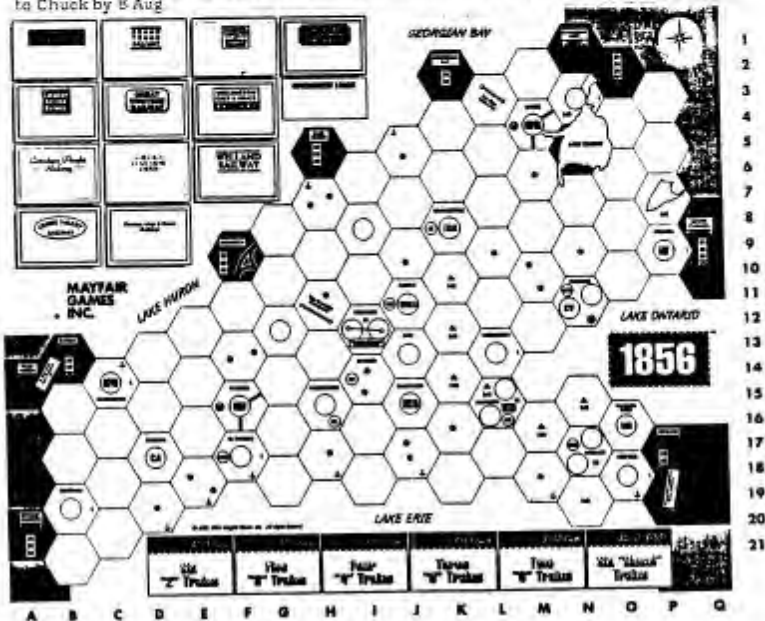
Wordelmann buys Great Lakes Shipping Co for \$70; Chinnery buys nfeb for \$106.

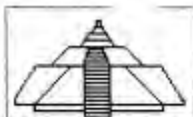
Farrow buys St. Clair Frontier Tunnel Co for \$100.

PLAYER HOLDINGS:

Paul Zieske:	ft: \$230 <Priority>
Don Chinnery:	nfeb: \$144
Michael Quiet:	cc: \$195
Wayne Morrison:	w&s: \$210
Bill Wordelmann:	gl: \$180
Dan Farrow:	stft: \$150

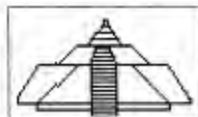
DUE NEXT: Orders for SR1b. Keep in mind 1856's unusual rules for determining whether a company will operate in DR1. It would be wise to write orders which are conditional on which companies were started at what par prices before your turn. Your GM is Chuck Hanna, who accepts e-mail at chh@nadn.navy.mil and USPS at the address in the back. (And sends e-mail under the unfortunate pseudonym "Prof C C Hanna"). Orders are due to Chuck by 8 Aug.





ADY CIVILIZATION

Turns 6.4-6.9



THE CAST:

ILLYRIA (Morrison): 2500 BC, 39T, 2t, 1C
 THRACE (Zieake): 2500 BC, 39T
 ASSYRIA (Deb Osborne): 2500 BC, 36T, 4t, 2C
 BABYLONIA (Anderson): 3000 BC, 35T, 4t, 2C
 AFRICA (Naest): 3000 BC, 29T, 2t, 1C
 IBERIA (Farrow): 2500 BC, 26T, 1C, 4t, 3C
 CRETE (Boyum): 3000 BC, 23T, 15, 2t, 1C
 EGYPT (Ringhoffer): 4000 BC, 22T, 1C, 4t, 2C

TURN 6 (continued):

4. **BOAT BUILDING:** Ilyria uses 2t to build boat at Rubicon. Assyria pays 4t for boats in Bithynia & Lycia. Thrace sacs 2T in Danube for a boat. Africa spends 1t to maintain boat in Palermo. Iberia uses 1t to maintain boat in Milazzo and 2t to build boat in Corduba. Crete spends 1T & 1t to build boat in Athens and spends 1t to maintain ship in Knossus.

5. MOVEMENT:

- IL: 1S Rubicon-Samnum-Tarentum-Campania-Neapolis, 3T Rubicon(s)-Neapolis, 1T Tarentum(s)-Neapolis, 1T Pannonia-Rubicon, 1T Pannonia-Cisalpinia, 1T Rhine-Rhaetia, 1T Illyricum-Paeonia, 1T Illyricum-Appolonia, 1T Dacia-Germany, 1T Germany-Pannonia, 3T Germany-L Germany, 5T L Germany-Belgica, 1T Upper Germany-Belgica.
- TH: 2T Macedonia-Thessalonica, 3T Thrace-Thessalonica, 1T Peonia-Thrace, 1T Peonia-Moesia, 1S Danube-Tyrrae-Moesia-Byzantium-Troy, 2T Tyrrae(s)-Troy, 3T Moesia(s)-Troy, 2T Ionia-Sardes.
- AS: 2T L Armenia-Nineveh, 1T Armenia-Caucasus, 1T Armenia-L Armenia, 2T Cappadocia-Armenia, 2T Mikop-Nalchik, 1T Mikop-Cappadocia, 1T Lycia-Miletus, 1S Lycia-Orlatis-Salamia-Cyprus, 1T Lycia(s)-Salamia, 2T Oratis(s)-Cyprus, 1S, 2T Bithynia-Phrygia-Sinope, 1T Oratis-Lycia, 2T Sinope-Van, 2T Sinope-Kanesh, 2T Van-Kanesh, 2T Van-Cilicia, 2T Cilicia-Kanesh, 2T Cilicia-Antioch, 1T Cilicia-Orlatis.
- BA: 2T Babylon-Susa, 4T Ur-Susa(imp), 4T Sumeria-Mari, 3T Damascus-Tyre, 1T Phoenicia-Sidon, 2T Phoenicia-Damascus, 3T Syria-Damascus, 1T Jericho-Jerusalem, 1T Arabia-Midian, 2T Charex-Sumeria, 1T Petra-Jerusalem.
- AF: 1S Palermo-Carthage-Palermo, 2T Carthage(s)-Palermo, 1T Libya-Cyrene, 1T Libya-Jalo, 2T Numidia-Cirta, 1T Tunisia-Sahara, 1T Tunisia-Sabratia, 1T Thapsus-Sabratia.
- IB: 2T Belgica-Aquitania, 1T Aquitania-Pyrenees, 1T Aquitania-Tarraconensis, 1T Gaul-Rhaetia, 2T Etruria-Maesilla, 1T Hispania-Iberus, 1T Baetica-Lusitania, 1S Corduba-W Mauritania-E Mauritania-W Mauritania-Corduba, 1T Corduba(s)-W Mauritania, 1T Corduba(s)-E Mauretania, 1S Milazzo-Campania-Tarentum-Campania-Milazzo, 3T Milazzo(s)-Tarentum, 3T Campania-Tarentum.
- CR: 1S Athens-Chelcia-Athens-Argos-Phaenias, 2T Athens(s)-Chelcia, 1T Athens(s)-Phaenias, 1S Knossus-Rhodes-Lycia-Cyprus-Lycia, 4T Knossus(s)-Rhodes, 1T Knossus(s)-Cyprus, 4T Corinth-Sparta, 2T Thessaly-Delphi, 1T Epirus-Macedonia.
- EG: 2T Cyrenaica-Cyrene, 2T W Desert-Cyrenaica, 1T Fayum-Siwa, 1T Fayum-W Desert, 2T Sinai-Jerusalem, 1T Tanis-Oaza, 1T E Desert-Sinai, 1T Ptolemais-Buhen, 1T Fayum-Memphis, 1T U Egypt-Buhen.
6. **CONFLICT:** Belgica (-2 IB, -1 IL), Cyrenaica (-1 AF, -1 EG), Cyrene (-2 EG, -1 AF), Jerusalem (-1 EG, -1 BA), Rhaetia (-1 IB, -1 IL), Tarentum (-1 IL).
7. **CITY CONSTRUCTION:** Ilyria builds Neapolis. Thrace builds in Thessalonica, Troy, Sardes. Assyria builds Kanesh & Nineveh. Babylon builds Damascus & Carthae. Africa builds Palermo. Iberia builds Tarentum. Crete builds Rhodes and Sparta. Egypt builds Buhen.
8. **REMOVE SURPLUS POP:** Ilyria removes 2T in Belgica & Paeonia. Thrace removes 4T in Thessalonica and 3T in Troy. Assyria removes 1T at Cappadocia, Miletus, and Nalchik. Babylon removes 1T in Ur. Africa removes 2T at Cyrene.
9. **TRADE:** Africa, Egypt & Ilyria receive 2 cards. Iberia receives 3 cards, exhausting the "I" deck. Thrace & Crete receive 2 cards. Assyria & Babylon receive 3 cards. You have:

We halt here for three reasons:

- 1) Several nations have enough cards to be able to trade.
- 2) There is a possibility of a Calamity.
- 3) Assyria, Babylon, and Ilyria won't have the tokens to fully populate.

Due next time are your trading orders (what you want and what you'll give up for it), what city gets the volcano/earthquake if given the option, which cities get reduced (if you can't trade "Treachery", what city you want if you can, any CIV card purchases, where you will populate (a priority list recommended), ships, movement, etc.

PRESS:

Africa-Egypt/ Western Desert and Siwa -- Egyptian, Cyrenaica and Jalo -- African. Will allow one turn to comply.

ADVANCED CIVILIZATION

Conference Map TURN 6.9



START AREA INFORMATION:

Egypt	Cyrenaica	Jalo	Western Desert	Siwa	Red Sea	Nile River	Mediterranean Sea
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32
33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56
57	58	59	60	61	62	63	64
65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96
97	98	99	100	101	102	103	104
105	106	107	108	109	110	111	112
113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128
129	130	131	132	133	134	135	136
137	138	139	140	141	142	143	144
145	146	147	148	149	150	151	152
153	154	155	156	157	158	159	160
161	162	163	164	165	166	167	168
169	170	171	172	173	174	175	176
177	178	179	180	181	182	183	184
185	186	187	188	189	190	191	192
193	194	195	196	197	198	199	200



DUNE

Harkonnen Robs Guild!



TURN 2/3

THE CAST

ATREIDES (Fisher): 4S, 1C, 6T @ Arrakeen, 6T @ Oh Gap.

EMPEROR (Deb Osborne): 13S, 4C, 19T @ Habbanya Ridge Sitch.

FREMEN (Anderson): 2S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South, 4T @ Funeral Plain.

GUILD (Wilson): 29S, 3C, 6T @ Tuck's Sitch, 5T @ South Mesa(s5).

HARKONNEN (Bryden): 8S, 8C, 6L, 3T @ Carthag, 6T @ Oh Gap.

IX (Morrison): 8S, 4C, 5T @ Polar Sink.

TANKS: 4A, 1E, 2H; Lady J.

TURN 2

7. **COMBAT:** Before combat, Harkonnen plays a "Karams" card, and swaps three cards from his hand for the Guild's hand! G gets _____, &

Harkonnen (6T) vs Atreides (6T, @) at Oh Gap. A divines that H will play no defense. A plays Gurney Halleck (4), "Mauls Pistol", 4S, and dials 4; H plays Beest Raban (4), 3S, "Stunner" and dials 5. Both leaders are killed, but A wins 4-3 and earns his KH. A collects 6S for Halleck and Raban.

8. **SPICE COLLECTION:** F collects 6S at Funeral Plain. A collects 2S for Arrakeen and 6S from Oh Gap; H collects 2S for Carthag, G collects 10S at South Mesa and 1S for Tuck's Sitch. I collects 10S.

TURN 3

1. The **STORM** moves from Sector 13 to Sector 17. The Fremmen lose 2T in Funeral Plain and Habbanya Ridge Sitch is under storm. The next Storm Chit is _____.

2. **SPICE BLOW:** Rock Outcroppings(6) and Red Chasm(8). Top card is _____.

3. **BIDDING:** There are 3 cards available. They are _____, &

Due next time are orders for any voluntary actions from Turn 3 Bidding to Turn 4 Spice Blow. We will stop for Combat.

ATREIDES (Fisher): KH, 16S, 1C, 6T @ Arrakeen, 2T @ Oh Gap.

EMPEROR (Deb Osborne): 13S, 4C, 19T @ Habbanya Ridge Sitch.

FREMEN (Anderson): 8S, 2C, 5T @ Sitch Tabr, 4T @ False Wall South, 2T @ Funeral Plain.

GUILD (Wilson): 40S, 3C, 6T @ Tuck's Sitch, 5T @ South Mesa(s5).

HARKONNEN (Bryden): 7S, 6C, 5L, 3T @ Carthag.

IX (Morrison): 18S, 4C, 5T @ Polar Sink.

TANKS: 8A, 1E, 8H; Lady J, B Raban, G Halleck.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = IX, KH = Kwitsach Haderach, L = leaders, S = spice, sf = sector #, T = token.

PRESS:

Sever that enemy head with out getting your tunic stained! Buy the latest in automated death machines from your IX dealer located near you. Dial 1-800- War-Roid for the last word (secret of course) in machine weaponry.

House Harkonnen to Emperor, Fremmen and IX: Please HELP. Carthag is in danger from the A-G alliance!

STELLAR CONQUEST

JAMES T KIRK-Due next time are Turn 12 production and orders for Turns 13-16. Your results follow:



BRITANNIA

Turn 4/5
260-410 AD



The East:

PURPLE: Paul Zieske
GREEN: Peter Boyum

BLUE: Shawn Beck
RED: David Anderson

The Board:

ROMANS: 2A & P @ Bernicia; 1A & F @ Cheshire, Essex, Kent, Lothian, Norfolk, Suffolk, Sussex; 1A @ Hwicce; F @ Alban, Avalon, Cumbria, Downlands, Dunedin, Lindsey, March, N Mercia, S Mercia.
WELSH (2): 2A @ Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwent & Gwynedd.
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.
PICTS (0.5): 2A @ Dalriada; 1A @ Caithness, Mar, Moray, Skye.
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.
IRISH: 2R @ Atlantic.
SCOTS: 1R @ Irish.
JUTES: 2R @ Channel.
SAXONS: 3R @ Channel.
ANGLES: 3R @ Frisian.

Score: Purple 2B, Blue 5, Green 4, Red 3.

Turn 4 (cont)

WELSH (2): Grow 6 pp; Add 1A @ Dyfed & Gwynedd. Hold.
BRIGANTES (0): Romans allow growth of 2. Hold.
PICTS (1): Grow 2.5 pp; add 1A @ Dalriada. 2A Dalriada-Dunedin (9,3:4; 5,3:3; 6,5:6
Brig, P)
CALEDONIANS (0): Grow 1. Hold.
IRISH: 2A @ Atlantic-Cornwall (5,2:5; 5:2; 2,1:5; 4:2; 6:1 -1Ir, -1Wel)
SCOTS: 1R @ Irish-Gwynedd (5,6:1 -1 Scot)
JUTES: 2R @ Channel-Weesex-Avalon (6,2:4 -1F +3 VP)
SAXONS: 1A @ Channel-Weesex. 2A Channel-Downlands (6,5:3 -1F +3 VP)
ANGLES: 2R Frisian-N Mercia (5,5:6 -1R, 1F +3 VP). 1R Frisian-March (5:1 -1F +3 VP)

End of Turn 4 VP are: Purple: 0; Blue: Picts (6); Green: Caledonians (4), Welsh (7); Red: Saxons (2).

Score: Purple 2B, Blue 1B, Green 1B, Red 8.

Turn 5

ROMANS: 1A Bernicia-S Mercia, 1A Bernicia-Cheshire, 1A Cheshire-Suffolk, 1A Suffolk-Essex, 1A Lothian-N Mercia, 1A Hwicce-March.

Score: Purple 2B, Blue 1B, Green 1B, Red 8.

The Board:

ROMANS: 2A & P @ Essex; 1A & F @ Cheshire, Kent, Norfolk, S Mercia, Suffolk, Sussex; 1A @ March, N Mercia; F @ Alban, Bernicia, Cumbria, Dunedin, Lindsey, Lothian.
WELSH (2): 2A @ Dyfed, Gwynedd, Powys; 1A @ Clwyd, Devon, Gwent.
BRIGANTES (0): 2A @ Galloway, Pennines, Strathclyde.
PICTS (0.5): 2A @ Dalriada; 1A @ Caithness, Mar, Moray, Skye.
CALEDONIANS (1): 2A @ Hebrides; 1A @ Orkney.
IRISH (0): 1R @ Atlantic, 1A @ Cornwall.
SCOTS: 1R @ Irish.
JUTES: 4R @ Channel.
SAXONS (0): 3R @ Channel, 2A @ Downlands, 1A @ Weesex.
ANGLES: 5R @ Frisian.

Due next time are orders for the rest of Turn 5 and the Roman Turn 6. Brigantes may not grow in Turn 5.

LEGEND: A = army, L = leader, R = raider, (#) = population points, ?-?? = retreats to ???
= attacking/attacked by Legion.

ON DECK

Who's Signed Up for What

(ADVANCED) CIVILIZATION: Narhi, Bryden

BRITANNIA: Morrison

CIRCUS IMPERIUM: Nast

CIRCUS MAXIMUS: Zieske, Nast, Fisher, Narhi

COLONIAL DIPLOMACY: Boyum, Zodda, Anderson, Fisher, Wilson(2b), need 2 or 3 more

CONQUISTADOR: Farrow, York; need 2 more

DIPLOMACY: Gorham, Willson, Hanna(7th)

DUNE: Narhi

1850: Beck, Farrow, Fisher, Hanna, Ringhoffer, Wordelmann, Zieske, Chinnery
Variant: Zieske, Chinnery

1855: Beck, Farrow, Zieske, Hanna (7th), Fisher, Wordelmann, Chinnery

1870: Farrow, Hanna, Gulef, Wordelmann, Zieske, Chinnery

GUNSLINGER: Farrow; need 5 to 6 more

HISTORY OF THE WORLD: Farrow, Zieske, Wilson(1b), Morrison, Anderson, Deb Osborne

KREMLIN: Zodda, Anderson, Fisher; need 3 more

MAGIC REALM: Chinnery

MAHARAJAH: Beck, Morrison, Anderson, Dan Osborne, Wilson. Just need room

MERCHANT OF VENUS: Chinnery, Deb Osborne (need 4 more)

RAIL BARON: Chinnery, Deb Osborne

SILVERTON: Morrison, Zieske, Hardy(?), Chinnery; need 2 to 3 more

SUMMIT: Bargender; need 5 more

TITAN: Bargender, Dan Osborne; need 2-4 more

SECRET SIGN-UPS: Gunboat DiP (3?), STELLAR CONQUEST (0)

OTHER POSSIBILITIES: DARKOVER, GOD'S FIRE, JUNTA, KAMAKURA, PLANET MINERS,
WIZARD



OUR SUBSCRIBERS

David Anderson, 287 Florawood, Waterford, MI 48317; (810) 688-3274
 Alan Bargender, 2124 Greenbud Rd, Mosinee, WI 54455; (715) 859-0833
 Shane Beck, Mailbox 1267, C Co 1/23 INF, Ft Lewis, WA 98433
 Peter Boyum, 777 Lily St, Monterey, CA 95940; (408) 648-8836
 John M Bryden, 2440 Sovereign Cres, S.W., Calgary, AB T3C 2M2, Canada
 John Butitta, 339 Ninth, Neenah, WI 54956; (414) 725-7218
 Marcel Carboneau, 240 Iron Dr, Apt 17, Vista, CA 92082-4409; (619) 941-8510
 Don Chinnery, #77021, PO Box, 44209, Cincinnati, OH 45244
 Daniel Farrow IV, 18 W Felton Ave, Ridley Park, PA 19078; (215) 521-6701
 Ron Fisher, 210 Normandy Dr, Wilmington, NC 28412; (910) 395-8330
 Mark Frueh, 1128 Olympus, Naperville, IL 60540; (708) 357-7760
 Daniel Gorham, 30-32 Macaw Ave, Belmopan, Belize, Central America
 Seth Gunar, 41-36 Christine Ct, Fair Lawn, NJ 07410; (201) 791-8890
 Chuck Hanna, 879 Willett Ct, Severna Park, MD 21146-1912; (410) 544-8077
 Chris Haeber, 831 Candis Circle, La Habra, CA 90631; (714) 773-0940
 Lee Kendler, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951
 TJ Klausuttis, 375 Franklin Rd Apt #1818, Marietta, GA 30067; (404) 419-9781
 Michael Lowery, 6803-D Pourwinds Dr, Charlotte, NC 28212; (704) 563-9229
 James McGuinn, 286 Rubicon Rd, Dayton, OH 45409-2242; (513) 289-9576
 Wayne Melnick, 210 Heatherwood Dr, Ephrata, PA 17523; (717) 753-0399
 Wayne Morrison, 412 Primrose Lane, Deatin, FL 32541; (904) 837-5172
 Philip Naat, 4318 Rhine Dr, St Louis, MO 63093
 Debbie & Dan Osborne, 170 Gale Blvd, Apt 104, Melvindale, MI 48142; (313) 383-4694
 Michael Puffenberger, PO Box 22, Fostoria, OH 44830
 Michael Quist, 2875 Irving Ave #24, Minneapolis, MN 55408; (612) 822-6497
 J. Ringhoffer, Rt 2, Box 574, Pounding Mill, VA 24637
 Jack & Rose Shacklett, 565 Hobbs-Reesor Rd, Vine Grove, KY 40174; (502) 828-4281
 Michael Tsuk, 66 Iroquois Rd, Arlington, MA 02174; (617) 642-3924
 Kevin Wilson, 373 Gateford Dr, Ballwin, MO 63021; (314) 391-9865
 Bill Wordelmann, 541 Canyon Trail, Carol Stream, IL 60188-1364; (708) 665-8394
 Andrew York, PO Box 2307, Universal City, TX 78148; (210) 655-8066
 Paul Zieske, 3501 Keenan Lane, Glenview, IL 60025; (847) 498-9287
 Rudy Zodda, 38 Van Zandt Dr, Pearl River, NY 10965; (914) 627-8760

INET ADDRESSES

(Exp #311)

A. Bargender: alanb944@aol.com
 P. & M. Bolduc: bolduc@eglimail.mil or pbolduc@aol.com
 P. Boyum: pboyum@redshift.com
 J. Bryden: bryden@acs.calgary.ca
 D. Butitta: dcbutit@aol.com
 D. Farrow: dfarw@aol.com
 R. Fisher: rfisher@twac.mil
 M. Frueh: 70413.2331@compuserve.com
 D. Gorham: danieg@b3.net
 C. Hanna: cch@coronado.na.navy.mil
 C. Haeber: 70514.37@compuserve.com
 E. McNay: ewan@virginia.edu
 J. McGuinn: jmcguinn@delphi.com
 W. Melnick: wmelnick@mailgate.shechen.edu
 W. Narhi: wnarhi@ibmmail.com
 Dan Osborne: o2dude@parlor.com
 M. Quist: qm@rivercity.com
 Jack & Rose Shacklett: jshackl@uikymilouville.edu
 M. Tsuk: tsuk@polysci.ener.dec.com
 K. Wilson: ckewin@aol.com
 W. Wordelmann: wulche@swicm.com
 A. York: wandrew@aol.com or 73210.3053@compuserve.com
 P. Zieske: paul_zieske_at_rob014@compuserve.com
 R. Zodda: rzodda@aol.com

(Exp 30E)

(Exp 32U)

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